

AMENDMENT AND PRESENTATION OF CLAIMS

Please replace all prior claims in the present application with the following claims.

1. (Currently Amended) A mobile terminal comprising:
~~a radio transceiver configured to transfer speech and game data through a radio connection to~~
~~a telecommunication system;~~
~~a loudspeaker configured to reproduce audio;~~
~~a microphone configured to capture speech of a user of the mobile terminal; and~~
~~a processing unit coupled to the radio transceiver, the loudspeaker and the microphone~~
processor configured to process the a game data, ~~to transfer the game data to and from~~
~~another mobile terminal through the radio connection, to receive captured speech of~~
~~another user of the another mobile terminal through the radio connection, to capture~~
~~speech of the user with the microphone, and~~ to support controlling of a game through the
game data or captured speech, and to transfer wherein the captured speech ~~of the user is~~
transferred to the another mobile terminal through ~~the a~~ radio connection, ~~wherein and~~ the
game data is independent from the captured speech ~~of the user.~~
2. (Currently Amended) The apparatus of claim 49, wherein the apparatus is further
caused to determine to transfer the game data as in-band signaling in a speech channel of ~~the a~~
radio connection established between the mobile terminal and the another mobile terminal.
3. (Currently Amended) The apparatus of claim 49, wherein the apparatus is further
caused to determine to transfer the captured speech and the game data in a packet-switched data

channel of ~~the~~ a radio connection established between the mobile terminal and the another mobile terminal.

4. (Currently Amended) The apparatus of claim 49, wherein the apparatus is further caused to determine to transfer the first captured speech and the game data in a circuit-switched data channel of ~~the~~ a radio connection established between the mobile terminal and the another mobile terminal.

5. (Currently Amended) The apparatus of claim 49, wherein ~~the~~ a radio connection established between the mobile terminal and the another mobile terminal, radio connection comprises a dual transfer mode (DTM) radio connection.

6. (Currently Amended) The apparatus of claim 5, wherein the ~~processing unit and the transceiver are further configured to transfer the~~ game data is transferred utilizing a general packet radio service transparent transport protocol (GTP).

7. (Currently Amended) The apparatus of claim 6, wherein the ~~processing unit~~ processor is further configured to check one or more delay requirements of the game data, ~~and~~ to determine whether to transfer the game data utilizing the GTP, ~~if the one or more delay requirements meet a predetermined delay limit~~.

8. (Currently Amended) The apparatus of claim 6, wherein the ~~processing unit~~ processor is further configured to check a volume of the game data, ~~and~~ to determine whether to transfer the game data utilizing GTP, ~~if the volume meets a predetermined volume limit~~.

9. (Currently Amended) The apparatus of claim 6, wherein the ~~processing unit~~ processor is further configured to check a block size of the game data, ~~and to determine whether~~ to transfer the game data utilizing GTTP; ~~if the block size meets a predetermined block size limit.~~

10. (Currently Amended) The apparatus of claim 6 5, wherein the ~~processing unit and the transceiver are further configured to transfer the~~ game data is transferred utilizing a signaling resource of the DTM radio connection.

11. (Previously Presented) The apparatus of claim 10, wherein the signaling resource comprises a packet flow context (PFC) defined for the signaling.

12. (Currently Amended) The apparatus of claim 5, wherein the ~~processing unit and the transceiver are further configured to transfer the~~ game data is transferred utilizing a gaming specific resource of the DTM radio connection.

13. (Previously Presented) The apparatus of claim 12, wherein the gaming specific resource comprises a packet flow context (PFC) defined by one or more gaming specific quality of service attributes.

14. (Previously Presented) The apparatus of claim 12, wherein the gaming specific resource comprises a temporary block flow (TBF) defined by one or more gaming specific quality of service attributes.

15. (Currently Amended) A method comprising:

determining to capture a first speech of a user of at a mobile terminal;
determining to transfer the captured speech ~~of the user~~ from the mobile terminal to another mobile terminal ~~through a radio connection~~;
determining to transfer the game data between the mobile terminal and the another mobile terminal ~~through the radio connection~~, the game data being independent from the first captured speech of the user;
supporting control of a game through the game data or the first captured speech; and
receiving at the mobile terminal ~~captured~~ a second speech of another user of captured by the another mobile terminal ~~through the radio connection~~.

16. (Currently Amended) The method of claim 15, wherein the method further comprises: determining to transfer the game data as in-band signaling in a speech channel of ~~the~~ a radio connection established between the mobile terminal and the another mobile terminal, while the speech channel is transferring the first captured speech ~~of the user~~, the second captured speech ~~of the another user~~, or a combination thereof.

17. (Currently Amended) The method of claim 15, wherein the method further comprises: determining to transfer the first captured speech and the game data in a packet-switched data channel of ~~the~~ a radio connection established between the mobile terminal and the another mobile terminal.

18. (Currently Amended) The method of claim 15, wherein the method further comprises: determining to transfer the first captured speech and the game data in a circuit-switched data

channel of ~~the~~ a radio connection established between the mobile terminal and the another mobile terminal.

19. (Currently Amended) The method of claim 15, wherein ~~the~~ a radio connection ,established between the mobile terminal and the another mobile terminal, comprises a dual transfer mode (DTM).

20. (Previously Presented) The method of claim 19, wherein the method further comprises: transferring the game data utilizing a general packet radio service transparent transport protocol (GTP).

21. (Previously Presented) The method of claim 20, wherein the method further comprises:

checking one or more delay requirements of the game data; and

determining to transfer the game data utilizing the GTP, if the one or more delay requirements meet a predetermined minimum delay limit.

22. (Previously Presented) The method of claim 20, wherein the method further comprises:

checking a volume of the game data; and

determining to transfer the game data utilizing GTP, if the volume meets a predetermined minimum volume limit.

23. (Previously Presented) The method of claim 20, wherein the method further comprises:

checking a block size of the game data; and

determining to transfer the game data utilizing GTTP, if the block size meets a predetermined minimum block size limit.

24. (Currently Amended) The method of claim ~~20~~ 19, wherein the method further comprises:

determining to transfer the game data utilizing a signaling resource of the DTM radio connection.

25. (Previously Presented) The method of claim 24, wherein the signaling resource comprises a packet flow context (PFC) defined for the signaling.

26. (Previously Presented) The method of claim 19, wherein the method further comprises:

determining to transfer the game data utilizing a gaming specific resource of the DTM radio connection.

27. (Previously Presented) The method of claim 26, wherein the gaming specific resource comprises a packet flow context (PFC) defined by one or more gaming specific quality of service attributes.

28. (Previously Presented) The method of claim 26, wherein the one or more gaming specific resource comprises a temporary block flow (TBF) Previously Presented defined by gaming specific quality of service attributes.

29. (Cancelled)

30. (Currently Amended) A network element ~~of a telecommunication system~~ comprising:
a radio transceiver configured to transfer captured speech and game data in a dual transfer mode (DTM) radio connection, the game data being independent from the captured speech; and
a ~~processing unit~~ processor coupled to the radio transceiver, configured to transfer the captured speech and the game data between a mobile terminal and another mobile terminal through the radio connection, wherein the processor is further configured to support controlling of a game through the game data or captured speech.

31. - 34. (Canceled)

35. (Currently Amended) The network element of claim 30, wherein the ~~processing unit~~ processor and the transceiver are further configured to transfer the game data utilizing a general packet radio service transparent transport protocol (GTP).

36. (Currently Amended) The network element of claim 35, wherein the ~~processing unit~~ processor is further configured to check one or more delay requirements of the game data, ~~and to~~ and to

determine whether to transfer the game data utilizing the GTTP, ~~if the delay requirements meet a predetermined delay limit.~~

37. (Currently Amended) The network element of claim 35, wherein the ~~processing unit processor~~ is further configured to check a volume of the game data, ~~and to determine whether~~ to transfer the game data utilizing GTTP, ~~if the volume meets a predetermined volume limit.~~

38. (Currently Amended) The network element of claim 35, wherein the ~~processing unit processor~~ is further configured to check a block size of the game data, ~~and to determine whether~~ to transfer the game data utilizing GTTP, ~~if the block size meets a predetermined block size limit.~~

39. (Currently Amended) The network element of claim 35, wherein the ~~processing unit and the transceiver~~ are further configured to transfer the game data is transferred utilizing a signaling resource of the DTM radio connection.

40. (Previously Presented) The network element of claim 39, wherein the signaling resource comprises a packet flow context (PFC) defined for the signaling.

41. (Currently Amended) The network element of claim 30, wherein the ~~processing unit and the transceiver~~ are further configured to transfer the game data is transferred utilizing a gaming specific resource of the DTM radio connection.

42. (Previously Presented) The network element of claim 41, wherein the gaming specific resource comprises a packet flow context (PFC) defined by one or more gaming specific quality of service attributes.

43. (Previously Presented) The network element of claim 41, wherein the gaming specific resource comprises a temporary block flow (TBF) defined by one or more gaming specific quality of service attributes.

44. (Canceled)

45. (Currently Amended) The method of claim 15, wherein the first captured speech of the user is and the second captured speech arc transferred ~~to the another mobile terminal through the radio connection~~ without going through a game server, ~~and the captured speech of the another user is received through the radio connection without going through a game server.~~

46. (Currently Amended) The method of claim 15, further comprising:

processing the game data and the second captured speech ~~of the another user~~ at the mobile terminal; and

determining to reproduce at the mobile terminal audio part of the game data and the second captured speech ~~of the another user~~.

47. (Previously Presented) The method of claim 46, wherein the audio part of the game data includes one or more game commands.

48. (Currently Amended) The method of claim 15, wherein the first captured speech ~~includes one or more comments of at least one of the user and the another user~~ is associated with a user of the mobile terminal and the second captured speech is associated with another user of the another mobile terminal.

49. (Currently Amended) An apparatus comprising:
at least one processor; and
at least one memory including computer program code for one or more programs,
the at least one memory and the computer program code configured to, with the at least one processor, cause the apparatus to perform at least the following,
determine to capture a first speech at a mobile terminal ~~of a user of the apparatus;~~
determine to transfer the first captured speech ~~of the user~~ to another apparatus ~~through a radio-connection~~ mobile terminal;
determine to transfer the game data to ~~and from~~ the another apparatus ~~through the radio connection,~~ the game data being independent from the first captured speech ~~of the user;~~
support control of a game through the game data or the first captured speech; and
receive ~~captured~~ a second speech ~~of another user of the~~ captured by the another apparatus ~~through the radio-connection~~ mobile terminal.